



# Priest's Player Pack



# The BEGINNER'S Guide to the



# Priest



# Advanced Dungeons & Dragons®

2<sup>nd</sup> Edition

Game Accessory

## The Beginner's Guide to the Priest

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# The Power of the Priest

Priests have the distinction of being the most well-rounded character class in the AD&D® game. Like fighters, they can wear any type of armor and wield a wide array of weapons. Like wizards, they can cast spells, including the all-important healing spells without which no party of adventurers can survive. Like thieves, they have special abilities available to no other character class, the most important of which is the ability to turn undead. With better armor, more hit points, and better chances to hit on attacks than the average thief or wizard of the same level, priests make valued additions to any adventuring party.

**The Magic of Faith:** Before battle erupts, the priest can invoke the blessings of those he or she serves. Spells such as *bless*, *protection from evil*, *aid*, and *prayer* essentially have the effect of making the priest and his or her companions luckier than their foes, putting enemies at a distinct disadvantage. Other priest spells, like *negative plane protection* and *spell immunity*, can prevent certain attacks from causing damage, while others, like *sanctuary*, can prevent them from even taking place.

In addition to his or her considerable melee skills, the priest has access to a range of spell that can come in handy after combat erupts, from *magical stone* and *shillelagh* to *flame blade* and *spiritual hammer*.

It is after the battle is done, however, that the priest's power is put to the test. Moving among the ranks of the dead and dying, the priest employs his or her devotional magic to heal the bodies and souls of the injured. The majority of the spells that a priest memorizes will be from the Sphere of Healing.

No other character class can replace the



priest as a healer. Even a simple *cure light wounds* spell can reverse the damage of an injury inflicted by a broad sword or battle axe. At higher levels, the priest can employ healing spells so powerful that he or she can restore lost levels, regenerate severed limbs, and even return life to the dead, something no mere herbalist or village doctor is able to do.

**The Ultimate Evil:** For all the defensive and curative power of a priest's spells, he or she has one power that sets him or her apart from every

other character class: the ability to turn undead. It is for this reason that no sane group of heroes will move into an area infested with these darkest of creatures unless they have a priest in their company.

The ability of priests to drive back the undead is difficult to define. In many ways, it functions like a spell. The priest speaks a commanding word or whispers a quick prayer, presents his or her holy symbol, and the minions of darkness are driven back or, in some cases, even destroyed. Unlike spells, however, the power is not expended when used. A priest can use his or her power to provide an unending defense against the walking dead indefinitely. Further, spells such as *dispel magic* have no effect upon a priest's ability to turn undead.

In addition to this ability, many of the magical spells available to priests are designed to battle the undead. At low levels, these include such minor spells as *invisibility to undead*. As the priest advances, however, he or she gains the ability to unleash the magic of his or her faith with such powerful spells as the *sunray* that can incinerate even the most powerful vampire within a few rounds.

# Role-Playing Tips

What is it that sets priests apart from all other character classes? Many might be quick to answer that it is the nature of their spells or the interesting combination of magical and melee abilities that they possess. In truth, it is neither of these. What sets a priest apart from all other characters is the way in which he or she is role-played. The following areas sum up the most important aspects that a player must keep in mind when running a priest character.

**Codes of Conduct:** When a character becomes a priest, he or she is assumed to have taken certain oaths and sworn to devote his or her life to furthering the cause of his or her faith. While these actions generally require the priest to make great sacrifices, he or she is rewarded for this devotion with the ability to cast spells and the inner peace that comes only with absolute faith. This dedication to a code of values and standards makes the priest a steadfast companion. If one is familiar with the doctrines of the priest's faith, then one can predict with a fair degree of certainty just how he or she will react in a given situation.

Many DMs have established codes of conduct for priest characters in their campaigns. Indeed, the *Player's Handbook* presents one in the form of the special prohibitions against using edged weapons. If the DM has not established such restrictions, the player can think up a self-imposed one. For example, the character might belong to an order with special dietary traditions which forbid its members from drinking wine or require them to eat only fish and other seafood. Other examples might include special garments (the priest must always dress in white) or unusual actions (the priest must always be indoors at sunrise and sunset). Whatever the nature of the special require-



ments that a player selects, they should make the character memorable but not greatly interfere with the play of the game.

## **The Common Ground:**

Because he or she is used to keeping confidences and being entrusted with important duties, the priest can be counted on to act as friend, advisor, and confessor. When times are troubled and party unity is threatened, no other character class has the priest's knack for getting enemies to talk peace and helping friends to iron out misunderstandings.

Players can reflect this in play by having their priest characters seek compromise whenever possible and always maintain a mature and reasonable attitude during the game. After all, there is a reason that the primary attribute of this class is Wisdom.

**The Common Folk:** For the most part, priests are trusted and respected by the general public. This faith and trust has its obvious advantages. What village merchant wouldn't extend a little credit to a priest down on his or her luck? What farmer wouldn't find some warm place for a traveling pilgrim to spend the night during a storm? The important thing to remember when running a priest, however, is that these minor favors can never be abused or taken for granted. A priest will always seek to repay any kindness in some manner. If his or her pockets are empty, perhaps he or she can do some chores or heal a sick child.

On the other hand, this general goodwill towards priests has its drawbacks as well. When someone in the town is sick beyond the local herbalist's ability to cure, someone is certain to seek out the priest for help. A priest's minor duties are endless but should be greeted with a smile and a readiness to serve.

# Druids & Specialty Priests

In addition to the traveling order of clerics described in the *Player's Handbook*, the worlds of AD&D are filled with a wide variety of specialist priests. The most common and best known of these, of course, is the druid.

Whereas most priests concentrate their attention on people, these worshippers of nature are more concerned with animals and plants. As protectors of wilderness, they seek to maintain a proper balance at all times so that no one species becomes dominant over all the others. Most druids choose a particular wilderness area—typically a forest—and become its guardian. No doubt because of their empathy with nature, druids tend to be on good terms with the sylvan races (elves, centaurs, dryads, treants, and the like). In addition, these nature priests have strong ties to the elements which grant them a whole range of benefits, including saving throw bonuses against attacks employing fire and electricity.

Druids have many special abilities, the most famous of which is the ability of high-level druids to shapechange into animal form three times a day. They also have their own secret language known to no other character class. Unlike most priest, druids cannot turn undead; their powers deal with the living, not the dead.

While druids cast priest spells, they have a much smaller repertoire from which to draw than nonspecialty priests. Aside from the spells available to all priests and the healing spells no adventuring priest would want to be without, druids can cast spells affecting such "natural" things as plants and animals, the elements, and weather.

Many other types of specialty priests exist, most devoted to a specific god or goddess. In order to further his or her goals, that deity grants special powers and imposes extra



restriction upon his or her specialty priests. Typically these special powers take the form of bonus proficiencies, additional spell capacity, or some spell-like ability, while the restrictions can be anything from limited access to spells unrelated to the deity's sphere of concerns to codes of conduct even stricter than those imposed upon nonspecialty priests.

In every case, a specialty priest's benefits and restrictions will be dictated by the personality and interests of his or her deity. Such a priest

might be granted permission to use a weapon associated with the deity, even if it would normally not be usable by priests, but by the same token he or she might be forbidden to pray for certain spells. For example, a specialty priest of a goddess of healing might gain the healing proficiency or an extra *cure light wounds* spell per day but be forbidden to wield weapons, even in self-defense. By the same token, a priestess of a god of death might gain a bonus to all turning/controlling undead rolls but not be able to cast cures at all.

Many Dungeon Masters will want to craft specialist kits for their own campaigns; rulebooks such as *The Complete Priest's Handbook* and *Legends and Lore* provide both guidelines and examples. DMs should take care, however, that the benefits and disadvantages of a specialist kit are roughly equal, to prevent players with such characters from gaining an unfair advantage.

At all times, it is important for both players and DMs to remember that the goal of the game is for all of the participants to have fun. A too-dogmatic priest, even if his or her sermonizing is "in character," quickly becomes tiresome to other players. Role-playing should never be used as an excuse for spoiling someone else's evening.

# The Character Record Sheet

Included with the *Priest's Player Pack* is a tablet of 12 character record sheets (often just called character sheets). These provide a simple way for players to keep track of the important information that defines their characters. TSR grants permission to photocopy these sheets for personal use.

These sheets are designed to be easy to use. All of the information on the sheet is grouped into the following blocks for easy reference.

**1. Personal Information:** In this area the player can record the name he or she makes up for the character, as well as information about the character's race, class, level, and alignment. Additional spaces permit the player to record a general description of his or her character.

**2. Ability Scores:** This is probably the first area of the character sheet that the player will fill out when creating a new character. It includes spaces for keeping track of a character's ability scores and all of the game modifiers generated by them.

**3. Hit Point Record:** This portion of the character record sheet is placed where it will be easy to see and use at all times. A character's current hit point total is likely to change frequently during combat, so players should write lightly when recording information on wounds their characters receive.

**4. Attack Table:** This part of the character record sheet will probably be referenced more often than any other. There is a space to record the character's THACO listing as well as the melee and missile attack modifiers determined by the character's Strength and Dexterity scores.

Once these three boxes at the top are filled in, the player can quickly fill out the table of rolls required to hit various Armor Classes from 10 to -10. It is recommended that no

modifiers be applied when recording the numbers in this column; instead, players should write in the basic roll needed to hit a target of the Armor Class listed.

**5. Weaponry Information:** In this space the player can record the specifics on the character's favorite weapons, along with the attack penalty the character suffers when using a weapon with which he or she is not skilled. The information is grouped by general notes, attack data, and damage specifications.

**6. Armor Class Information:** In this block the player can record the type of armor his or her character is wearing, if any, and the effect it has on his or her Armor Class. Space is provided to record the Armor Class the character has when surprised, caught without a shield (if he or she uses one), or attacked from behind. Additional information on bonuses due to Dexterity or magical protections can be recorded in the Other Defenses box.

**7. Character Sketch:** Artistic players will want to draw a sketch of their character in this box. Others can select one of the portrait stickers included in this kit (or some other piece of artwork) and secure it here to help them visualize their character.

**8. Experience Point Record:** This space can be used to record the number of experience points (XPs) that the character has accumulated, along with the total needed to advance to the next level. The player can also note here whether his or her character is entitled to the 10% bonus in XPs awarded to characters with exceptional scores in the prime requisite of their chosen class.

**9. Saving Throw Table:** In this space the player can record all of the saving throws appropriate to the character due to his or her class and level.

# The Character Record Sheet

**10. Class Abilities:** Priest characters can record their spells here and the rolls they need to turn various types of undead. Druids can note their various special abilities, such as shapechanging, and the levels at which they gain them. Other specialty priests can jot down reminders of both their special abilities and the role-playing restrictions that go along with them.

**11. Racial Abilities:** Any special abilities a character has due to his or her race can be recorded here.

**12. Weapon Proficiencies:** Players in campaigns that use the optional weapon proficiencies rules should write down those weapons with which their character is skilled. Space is also provided to record the number of slots the character begins the campaign with, as well as the rate at which he or she accrues additional slots. The penalty for using a weapon with which the character is not proficient should be recorded here as well.

**13. Nonweapon Proficiencies:** Like Block 12, this area is intended for use in those campaigns employing the optional proficiency rules. The number of slots that a character begins with, the number of bonus slots he or she receives for high Intelligence (see the **add'l languages** box in Block 2), and the rate at which he or she acquires new slots can be recorded at the top of the box. The name of each skill selected by a player, the number of slots allocated to it, its relevant ability score, and any needed modifiers to proficiency checks can be recorded on the lines below.

**14. Equipment Carried:** This block can be used to record all of the equipment that a character takes along on an adventure, as well as the cost and weight of each item. A space at the bottom of the block allows the player to total the value and weight of the items he or

she is carrying. The former is mainly for record-keeping purposes, while the latter is used in conjunction with the rules on movement and encumbrance (Blocks 16 and 17).

**15. Wealth:** As a character adventures, he or she will gradually accumulate a great deal of wealth. This block allows a player to record the extent of his or her character's treasure. Separate columns are provided to list each different type of coin (cp, sp, gp, &c.), how much coinage is carried by the character when he or she goes on

an adventure, and how much he or she has hidden away in caches. A box at the bottom of the block provides space for the recording of unusual valuable items like gemstones or pieces of jewelry.

**16. Encumbrance:** For players in campaigns using the optional encumbrance rules, this space records the carrying capacity of a character (as indicated by his or her Strength score). In addition, notes remind the player of the negative effects that encumbrance will have on the character's combat abilities.

**17. Movement:** This block contains an easy-to-use table that the player can quickly fill out for reference during play. First, the base movement rate for the character (12 for humans, elves, and half-elves; 6 for dwarves, halflings, and gnomes) is recorded in the heavier block. The first column, which reflects the movement rate of a walking character at the various levels of encumbrance, can then be calculated quickly. Once this is done, the player can determine the rates of movement when his or her character is jogging or running by simply multiplying row by row. Thus, for humans the numbers in the first column will be 12, 8, 6, 4, and 1, while the numbers in the top row will be 12, 24, 36, 48, and 60.

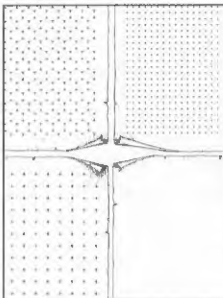


# The Mapping Tablet

One of the most useful things included with the Player Pack is a pad of mapping paper. A close look at this tablet will reveal that there are actually **four** types of paper in it. Each of these has a special use and allows the player to keep careful track of his or her character's various adventures. Care has been taken to make the papers in this tablet useful to both players and Dungeon Masters. In addition, TSR grants permission for AD&D game players to photocopy these sheets for personal use, so you'll never run out of them. Just make sure that you don't use your last original, or you won't have a good master left to copy.

A quick look at these sheets will reveal that the grids on them are not composed of solid lines. Rather, a pattern of crosses (or triads for the hex grids) is used. This is because a map drawn on a standard sheet of graph or hex paper is difficult to reproduce on a photocopier; the solid lines printed on the paper tend to make the hand-drawn map difficult to read. By contrast, photocopies of maps made on these sheets should be just as readable as the originals.

- **Regional Maps (1/4-inch hexes):** The regional map sheet is covered with a hexagonal grid. These sheets should be used for mapping large geographical areas, like a country. It can be used by players to map unexplored territory as their characters move through it or to lay out a plan of the grounds surrounding a player character's castle. The scales used on these maps will vary with the size of the territory being mapped.
- **Strategic Maps (1/2-inch squares):** The next type of paper in the mapping tablet is a simple square grid. It is intended for use in creating a strategic map of a large structure,



such as the dungeon complex beneath a castle. Once a hexagonal regional map has been made of an area, the buildings on (or under) it can be mapped with this type of paper. This is the type of paper that players will generally use when mapping the dungeons their characters are exploring. In addition, when a character designs and builds a castle, temple, tower, or other large structure, the player can map it with these sheets.

- **Tactical Maps (1/8-inch squares):** This paper is

intended for use in making maps of smaller areas, usually a close-up shot of some area on a strategic map. Players can use it to make more detailed maps of unusual rooms (tombs, shrines, and the like) that their characters encounter while exploring the dungeons recorded on the strategic maps. Once a player has mapped his or her character's stronghold, he or she can detail the most important areas of it on a tactical map.

The larger size of this grid makes it easy to use with metal miniatures as well. Players who decide to become Dungeon Masters will find these sheets useful for making maps of the rooms in a dungeon where combat is likely to take place. When the characters reach that area, just pull out the map of the area, place it on the table, and let the battle begin!

- **Parchment Blanks:** The last type of paper included in the kit is simply a blank sheet with a border on it that looks like curling parchment. It is intended primarily for those wishing to make props for use during game play. Players and Dungeon Masters can use this to create wanted posters, public notices recruiting followers, crude treasure maps, and similar documents.



# Painting Guide

Many gamers find that their role-playing sessions are greatly enhanced by the use of miniature figures. While it is true that a whole book could be written on the many techniques involved in painting figures, the basics can be explained fairly briefly. Remember, though: the best way to become a skilled miniatures painter is to practice.



**1. Cleaning:** Even the best miniatures will need to be cleaned before they are ready to paint. Start by trimming away any excess metal and carefully filing away obvious seams, especially on the underside of the figure's base. After that is done, the figure should stand steadily on its own.

Once the miniature has been trimmed and smoothed, wash it in warm, soapy water to remove any dirt, grease, or oil. Set the figure out to dry, preferably overnight. After you have cleaned your figures, try to handle them as little as possible.

**2. Mounting:** It is always best to secure a figure to a base. For human-sized figures, it is customary to use a 1/4-inch square of poster board. In most cases, epoxy or super-strength glues work best. Of course, always use fast-bonding adhesives with care.

**3. Priming:** It is best to apply an undercoat, or primer, to your miniatures before painting them. The best all-around primer for miniatures is light gray in color and applied with a spray can. It is best to use a few thin coats of primer rather than a single thicker layer. After you prime your figures, let them dry overnight.

**4. Base Colors:** After your primed figures are fully dried, it is time to start painting them. It is usually best to start by painting the areas that

are hardest to get at. Another important thing to paint early on are areas of exposed flesh.

For more realistic figures, paint in the shadows in folds of clothing first, using a darker shade that complements the color you have chosen. After that dries, paint the rest of the item with the main color. Now, your figure will have lifelike folds and shadows.

**5. Highlighting:** When all of your base colors have dried, you can move on to highlighting. Start with a lighter color than the area you plan to highlight. For example, if you were doing the highlights on a gray cloak, you could use a light gray or maybe even white. After you put the paint on your brush, dab it off with a piece of paper. Be careful not to crush the bristles, but make sure that there is no visible liquid left on the brush. Once that is done, lightly brush the color onto the area you want to highlight.

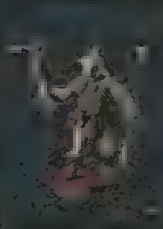
If you do it right, highlighting will leave you with light traces of paint on the raised areas of the figure.

**6. Detailing:** After all of your highlights are dry, go back and paint the little details. Now is the time to get the buttons on jackets, rivets on shields, and the like. When all is said and done, the highlights can make an otherwise average figure look outstanding!

**7. Protection:** When you are done painting your miniature, set it aside and let it dry overnight. Then apply a clear acrylic spray to your miniature to protect it from nicks, scratches, and dirt. Acrylic sealers come in both matte (dull) or gloss (shiny) finishes. Most people use a matte finish to make their figure look as realistic as possible. Use several thin coats of acrylic rather than one heavy one.



Priest



Priestess



Priestess





Character Name

Class Kit

Alignment

Race

Experience Level

Age &amp; Sex

Height &amp; Weight

Hair &amp; Eyes

Distinguishing Features

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Melee  
AttackMelee  
DamageWeight  
AllowanceMax  
PressOpen  
DoorsBend  
LiftSurprise  
AdjustMissile  
AttackDefense  
AdjustHit Point  
AdjustSystem  
ShockResistance  
SurvivalArmor  
SaveHit Die  
RollAdd  
LanguagesMax. Spell  
LevelLearn  
SpellsMax. No.  
Level

Spell Immunity

Magical  
Defense

Bonus Spells

% Spell  
Failure

Spell Immunity

Max. No.  
FunctionsQuality  
AdjustQuantity  
Adjust

## Weaponry Information

Nonproficiency  
Penalty

Weapon Type

Type

Speed

#

Attack

Roll

Range

Damage

Adjust

Damage

vs. SM

Damage

vs. L

## Character Sketch

## Experience Points

XP Bonus

Next level XP cost

## Hit Points

Wounds Suffered

## Attack Table

Melee  
Attack

THACO

Missile  
Attack

1

1

2

2

3

3

4

4

5

5

6

6

7

7

8

8

9

9

10

10

Roll number or higher on 1d20

## Armor Class

Armor Worn

Base AC

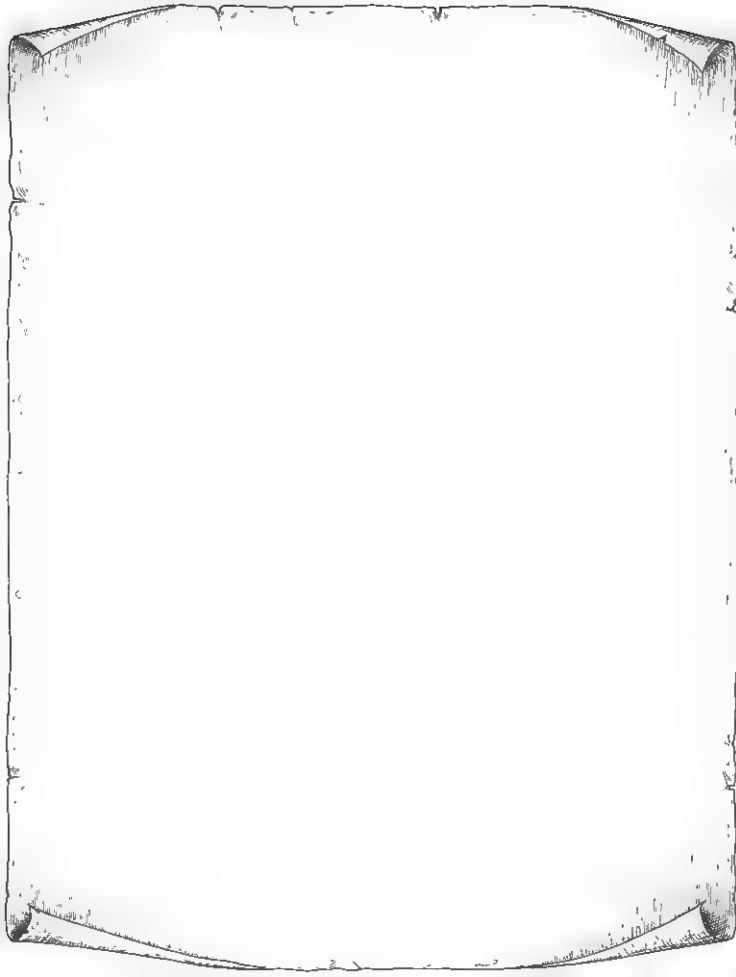
Surprised AC

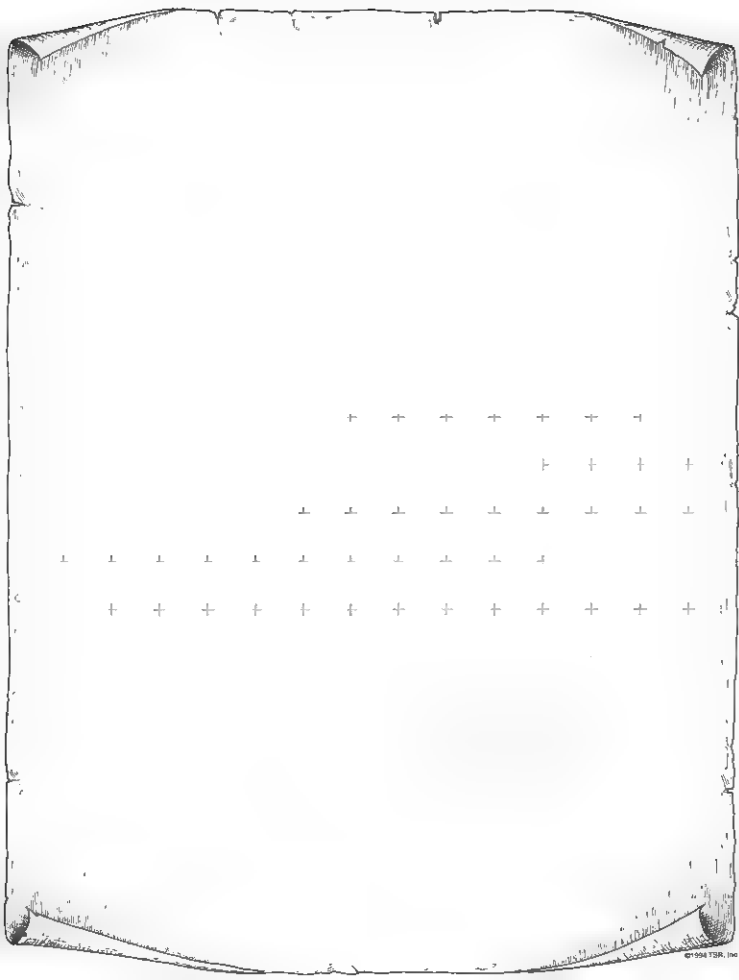
Shieldless AC

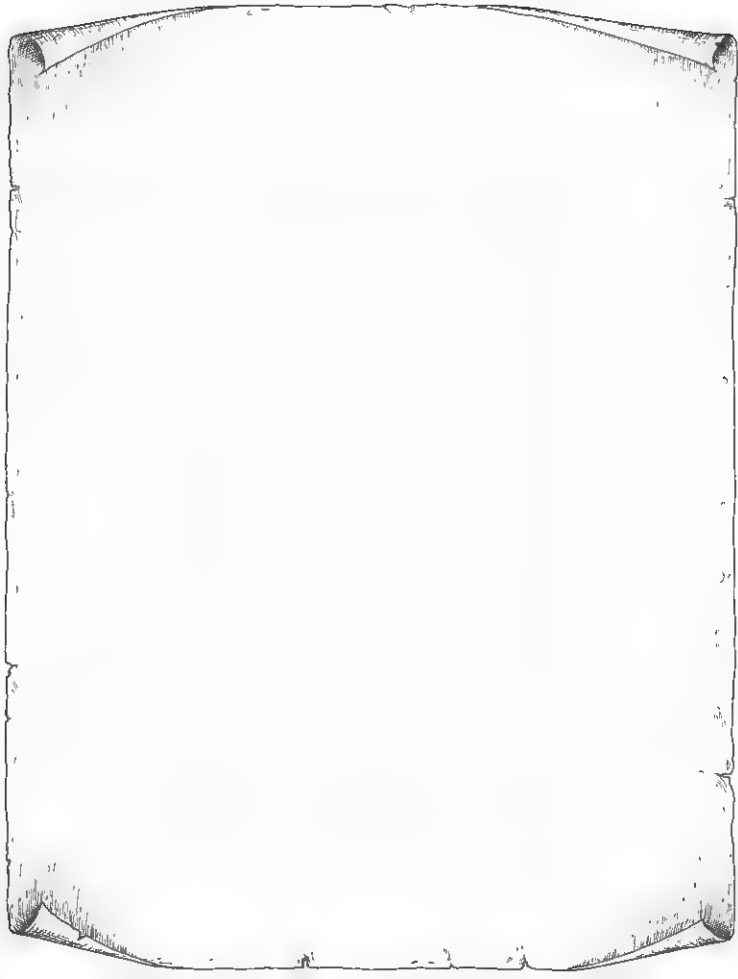
Rear AC

Other Defenses

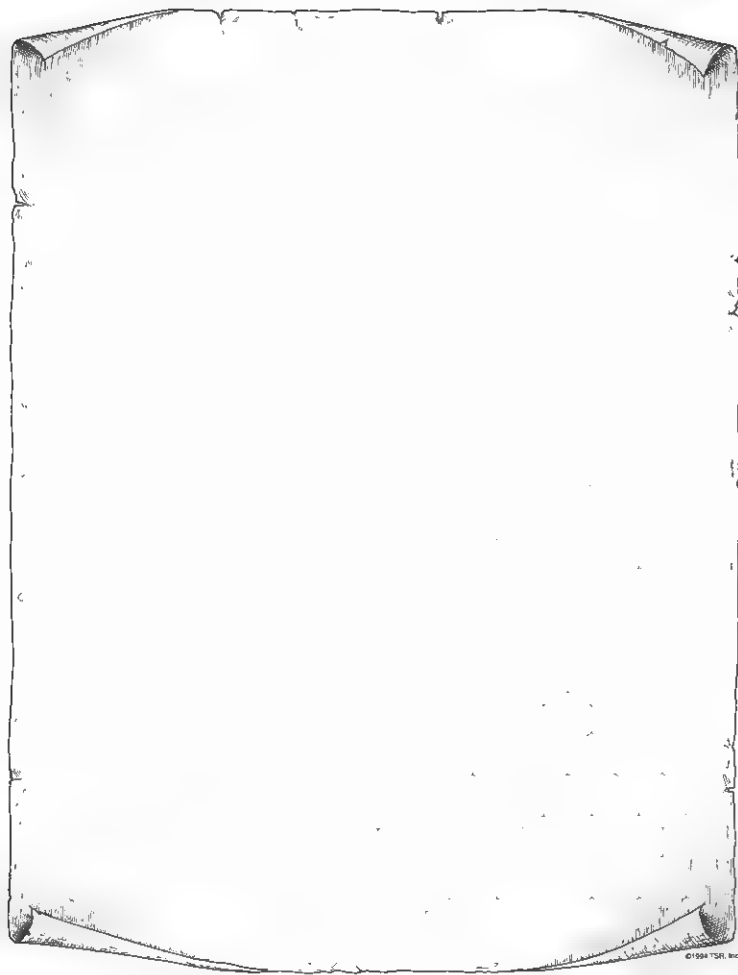
Saving  
ThrowsParalysis,  
Poison,  
or DeathRod,  
Staff  
or WandPetrification  
or  
PolymorphBreath  
WeaponMagical  
Spell











# Cleric and Druid Abilities by Level

Level	XP Cleric	XP Druid	Spells per Day Cleric/Druid	Weapon Prof	Nonweapon Prof <sup>*</sup>	Hit Dice (d8)
1	0	0	1	2	4	1
2	1,500	2,000	2	2	4	2
3	3,000	4,000	2 1	3	5	3
4	6,000	7,500	3 2	3	5	4
5	13,000	12,500	3 3 1	3	5	5
6	27,000	20,000	3 3 2	3	6	6
7	55,000	35,000	3 3 2	4	6	7
8	110,000	60,000	3 3 3 2	4	6	8
9	225,000	90,000	4 3 3 2 1	4	7	9
10	450,000	125,000	4 4 3 3 2	4	7	9+2
11	675,000	180,000	5 4 4 3 2	4		9+4
12	900,000	300,000	6 5 5 3 2 2	5	8	9+6
13	1,250,000	750,000	6 6 6 4 2 2	5	8	9+8
14	1,950,000	1,500,000	6 6 6 5 3 2	5	8	9+11
15	2,925,000	2,000,000	6 6 6 6 4 2	5	9	9+13
16	4,800,000	3,500,000	7 7 7 6 4 3 1	6	9	9+14
17	7,025,000	5,000,000*	7 7 7 7 5 3 2	6	9	9+16
18	10,500,000	7,000,000	8 8 8 8 6 4 2	6	10	9+18
19	15,750,000	10,000,000	9 9 9 9 7 5 2	6	10	9+20
20	23,625,000	14,000,000	9 9 9 9 7 5 2	7	10	9+22

XP: Experience Points; Weapon/Nonweapon Prof: Weapon/Nonweapon Proficiencies. \* See the section on meraphant druids in the *Player's Handbook*, page 37.

**Priest's THAC0 and Saving-Throw Table**

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
THAC0	20	20	20	18	18	18	16	16	16	14	14	14	12	12	12	10	10	10	8	8
Poison, Paralyzation, Death Magic	13	10	11	9	9	9	7	7	7	6	6	6	5	5	5	4	4	4	2	2
Rod, Staff, Wand	14	14	14	13	13	13	11	11	11	10	10	10	9	9	9	8	8	8	6	6
Petrification, Polymorph*	13	13	13	12	12	12	10	10	10	9	9	9	8	8	8	7	7	7	5	5
Breath Weapon**	16	16	16	15	15	15	13	13	13	12	12	12	11	11	11	10	10	10	8	8
Spell***	15	15	15	14	14	14	12	12	12	11	11	11	10	10	10	9	9	9	7	7

\* Excluding polymorph wand attacks.

\*\* Excluding those that cause petrification or polymorph.

\*\*\* Excluding those for which another saving throw type is specified, such as death, petrification, polymorph, etc.

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• Four types of mapping paper

• Complete set of  
seven polyhedral dice,  
including true percentile dice

## Priest's Player Pack

You've found the ideal all-in-one playing aid for your favorite game with the AD&D® Game *Priest's Player Pack*. Inside your *Player Pack* is the information you need to play your chosen class of character—the priest—with skill and finesse, and a gathering of playing aids selected by TSR game designers as the items both experienced and beginning gamers find most useful. Look at everything you get:

- Multicompartment storage tray and lid
- Game stickers and pencil
- Rugged plastic carrying case
- Priest's Screen providing immediate access to the information from the *Player's Handbook* that you use most frequently while playing your character
- Three 25mm lead-free metal player character miniatures—male and female priests and a droid
- Priest Character Record Sheets
- Eight-page booklet of valuable information about role-playing priest characters, includes a miniature painting guide

... Plus, room to carry, store, and organize the AD&D rulebooks and other gaming materials you own!

